



THE

STYGIAN

A HOMEBREW CLASS

THE STYGIAN

The shambling husks of flesh trudge forward towards the adventurers. The zombies' eyes glow with an eerie green light, no doubt a sign of the eldritch power that raised them. Each of them recoils in horror, a shiver running through them simultaneously. Fear grips them. All but the Stygian.

The swordsman strides forward, sword drawn and shield up. He closes his eyes to concentrate, slowing down his pulse. One by one the undead shambles pass him by, paying him no attention, his slowed pulse mimicking death itself. Once the bulk of the horde is behind him, he nicks his skin.

SNIKT!

Blood trickles down his arm in a slow bead. The faint smell of crimson reaches the undead, and they turn instinctually. The scarlet sigil on his sword ignites in radiance and the Grim Huntsman launches his attack. The swordsman finds his targets and cuts them down one by one.

But the undead do not tire. They surround him, cutting him off from his companions. The swordsman smiles. The blood that empowers his sword's attacks can be used for another purpose. As the horde closes in, the human kneels and swiftly draws a symbol on the ground, a rune etched with his blood.

The wave of power emanates from him, destroying all the undead within the immediate vicinity.

Alone among the fallen bones and rotten flesh, he pants and covers his wounds as his companions approach, relieved. The Stygian stands and takes a deep swig of his health potion and points towards the lich's tower.

"Come on. There's more in there."

A SIGN OF ILL OMENS

The Stygians are an ancient order of knights that use blood magic to fight the darkness. To join this order, one must go through many trials, both of blood and will.

Few survive. Those that do are transformed, their eyes becoming bright crimson, their blood steeped in arcane energy. This blood becomes the fuel to their arcane abilities; yet it is highly coveted by those with ill intent for its magical properties.

Many of the Stygian orders are seen as evil omens and are shunned by society. Yet they remain vigilant, working in the shadows, eager to keep the monsters that lurk at bay.

CREATING A STYGIAN

When creating your Stygian, there are a few questions to ask both yourself and the DM.

Consider your character's relationship to the world. Did the Stygians choose you, plunging you onto a path with no regard for your wishes? Did you volunteer to undergo the rituals in order to uphold some sacred duty... or was it out of vengeance? What are your ultimate goals? Are you trying to remain hidden and hunt from the shadows— or are you striving to prove yourself worthy of society's approval?

Work with your DM to flesh out how you imagine your Stygian would fit into the world and how you imagine your character became who he is today. The path of the Stygian has implications of a greater story, where the evils of the world have driven heroes to choose a dark path in order to fight back. The DM may tie this into the greater storyline for the campaign, or this can be a personal character path.



THE STYGIAN

Level	Proficiency Bonus	Features	Blood Sigils Known	Maximum Overflow Points
1st	+2	Grim Huntsman	-	-
2nd	+2	Blood Sigils, Fighting Style	2	2
3rd	+2	Stygian Covenant	2	2
4th	+2	Ability Score Improvement	3	2
5th	+3	Extra Attack	3	3
6th	+3	Crimson Sight	4	3
7th	+3	Covenant Feature	4	3
8th	+3	Ability Score Improvement	5	3
9th	+4	Grim Resolve	5	4
10th	+4	Dread Awareness	6	4
11th	+4	Covenant Feature	6	4
12th	+4	Ability Score Improvement	7	4
13th	+5	Improved Critical	7	5
14th	+5	Sanguine Arcana	8	5
15th	+5	Covenant Feature	8	5
16th	+5	Ability Score Improvement	9	5
17th	+6	Covenant Feature	9	6
18th	+6	Ability Score Improvement	10	6
19th	+6	Vampiric Criticals	10	6
20th	+6	Eternal Vigil	10	6

You must have a Constitution score of 13 in order to multiclass in or out of this class.

CLASS FEATURES

As a Stygian, you gain the following class features.

HIT POINTS

- **Hit Dice.** 1d10 per Stygian level
- **Hit Points at 1st Level.** 10 + your Constitution modifier
- **Hit Points at Higher Levels.** 1d10 (or 6) + your Constitution modifier per Stygian level after 1st

PROFICIENCIES

- **Armor.** Light Armor, Medium Armor, Shields
- **Weapons.** Simple Weapons, Martial Weapons
- **Tools.** Alchemist's Supplies
- **Saving Throws.** Constitution and Strength
- **Skills.** Choose two from Athletics, Acrobatics, Arcana, Medicine, Perception, and Survival

EQUIPMENT

- a one-handed martial weapon and a shield
- a light crossbow and 20 bolts
- (a) studded leather armor or (b) scale mail armor
- alchemist's supplies and an explorer's pack

Each Stygian must survive *The Long Night* -- a dangerous, long-guarded and unholy ritual that alters their blood, forever binding them to the darkness and honing their senses against it.

GRIM HUNTSMAN

1st-level feature

Stygians maintain knowledge of the habits and anatomies of other creatures, humanoid and otherwise, aiding in the hunting of such foes. You gain the following benefits:

- You have advantage on Wisdom (Survival) checks to track fey, fiends, and undead, as well as on Intelligence ability checks to recall information about them.
- You gain proficiency in the Medicine skill, or double proficiency if you are already proficient.
- You can heal yourself in combat as a bonus action by expending a hit die, adding your Constitution modifier to the rolled amount. You must complete a short rest before you can use this ability again.

BLOOD SIGILS

2nd-level feature

The Stygians are not traditional magic practitioners; they expend their own blood in order to draw sigils and amplify their powers, or the power of others, for a brief period of time.

You learn the Sigil of Sanguine Silver and one additional Blood Sigil of your choice. You learn an additional sigil at every other level, as detailed in the Stygian Table. Whenever you gain a level in this class you can replace one sigil currently known.

Their descriptions and associated costs are detailed in the List of Blood Sigils at the end of the class description.

GENERATING OVERFLOW

In addition to using their own blood, Stygians are able to use *Overflow* to activate their Blood Sigils.

You have a pool of Overflow Points and the maximum amount your pool can hold is shown in the Stygian Table. Whenever you make a successful weapon attack that damages a hostile creature, you gain 1 Overflow Point.

1 Overflow Point is equivalent to 1 hit point. Your pool of Overflow Points is reset to 0 after finishing a long rest, and any remaining points in your pool are discarded.

DRAWING BLOOD SIGILS

Due to your extensive training, you have learned how to draw sigils extremely quick. Each sigil is drawn as a bonus action.

Certain sigils last for a number of rounds. In many of those cases, a sigil requires you to maintain concentration, as if you were concentrating on a spell. This also means you can have only one sigil active at a time that has a duration longer than *instant*.

KNOWING YOUR LIMITS

The Stygians have trained extensively to know the limits of their powers and preserve their life essence. You cannot use a Blood Sigil if it would take you below 1 hit point.

Some of your features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

- **Spell save DC** = 8 + your proficiency bonus + your Constitution modifier.

FIGHTING STYLE

2nd-level feature

You adopt a style of fighting as your specialty. Choose one of the following options. You cannot take a Fighting Style option more than once, even if you later get to choose again.

- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Blind Fighting.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Interception.** When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.
- **Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- **Unarmed Fighting.** Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.



STYGIAN COVENANT

3rd-level feature

As a Stygian, you must choose your Covenant, which will further alter your blood and grant you additional abilities. Choose one of the following:

- Angelfire Covenant
- Bloodmage Covenant
- Deadsoul Covenant
- Elderwurm Covenant
- Felblood Covenant
- Frozentide Covenant
- Hivemind Covenant
- Wildheart Covenant
- Witchlight Covenant

ABILITY SCORE IMPROVEMENT

4th-level feature

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You do this again at 8th, 12th, 16th, and 18th level.

EXTRA ATTACK

5th-level feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

CRIMSON SIGHT

6th-level feature

Your red eyes begin to adjust to the perpetual darkness you steep yourself into. You can now see in dim light within 90 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

GRIM RESOLVE

9th-level feature

You have advantage on saving throws against spells and other magical effects that would charm or frighten you.

DREAD AWARENESS

10th-level feature

Your senses have been honed to detect the presence of evil. You cannot be surprised by fiends, fey, or undead so long as you are not incapacitated. If you are asleep, your senses alert you to danger, rousing you before being attacked.

IMPROVED CRITICAL

13th-level feature

You learn how better to strike and wound the prey you hunt. Your weapon attacks against fey, fiends, and undead score a critical hit on a roll of 19 or 20.

SANGUINE ARCANA

14th-level feature

You learn how to enhance the arcane abilities in others with your blood sigils. As a bonus action, you draw the Sigil of Sanguine Arcana upon the forehead of a willing creature other than yourself.

This sigil allows the creature to cast one spell at one spell level higher than normal. The creature must be able to cast spells, and the spell cannot be enhanced beyond 5th level.

You must finish a long rest before you can draw this sigil again. At the end of a long rest, any previously drawn Sigil of Sanguine Arcana is dispelled.

VAMPIRIC CRITICALS

19th-level feature

The night has truly become your ally. Whenever you score a critical hit with a melee weapon against a creature, you gain an amount of hit points equal to your Constitution modifier.

This feature does not work against constructs or oozes.

ETERNAL VIGIL

20th-level feature

Whenever you start a round of combat with less than half of your maximum hit points, and you are not unconscious, you regain 1d10 hit points.

ANGELFIRE COVENANT

BAPTISM BY FIRE

As your bond to the Long Night strengthens, you have tempered your body by baptizing yourself in celestial fire. As you emerge from the flames, you pledge yourself to the Stygians by reciting the Angelfire Covenant:

"As I am bathed in radiant flames, I purge my soul of evil. Now I walk aflame in the darkness, burning away the evil around me. My light shall be a testament, my blade a holy avenger."

SERAPHIM MANIFEST

3rd level Angelfire Covenant feature

You become proficient with the Celestial language, if not already. Additionally, you can cast the spell *Shield of Faith* once per long rest.

ANGELFIRE SIGILS

3rd level Angelfire Covenant feature

Additionally, you gain one blood sigil unique to your covenant. The cost of all your Angelfire sigils is reduced by 1 hit point whenever you expend only hp to use them.

SHIELDED FROM ON HIGH

7th level Angelfire Covenant feature

Your celestial nature strengthens within your body. Whenever you take damage while concentrating on the spell *Shield of Faith* using your Seraphim Manifest feature, you have advantage on all saves to maintain your concentration.

DARK ANGEL

11th level Angelfire Covenant feature

Your body becomes infused with radiant light, causing your body to become resistant to necrotic damage. Once per long rest you can sense the presence of celestials within 120 feet of you for one minute. You learn their proximity, direction from you, and number, but not their exact identity.

BLINDING AURA

15th level Angelfire Covenant feature

As an action, you can emit an aura that extends 30 feet out from you that blinds any creature that uses its eyes to see.

For 1 minute, any enemy creature with eyes that begins its turn within the aura or enters it for the first time on its turn must make a Constitution saving throw. On a failed save, it immediately suffers 4d4 radiant damage, and half as much on a successful save. Any enemy creatures that are damaged this way are also blinded for one round. A creature entering this aura following your turn can choose to divert their eyes if they have an Intelligence score of 7 or higher. When a creature diverts its eyes away from you they have disadvantage on attacks against you.

This ability requires you to maintain concentration on the aura (as if it was a spell). You cannot use this ability again until after you complete a long rest.

HOLY MESSENGER

17th level Angelfire Covenant feature

You have learned to fully tap into your angelic nature, enabling you to transform into a celestial version of yourself for ten minutes. When you use this ability, you grow feathery wings that grant you a flight speed equal to your walk speed. Additionally, while in this form you can heal any number of creatures within 5 feet, other than yourself, 1d6 hit points per round.

This form cannot be used again until you have completed a long rest.

COVENANT SIGILS

As a member of the Angelfire Covenant, you can also select from the following blood sigils.

SIGIL OF SANGUINE BLESSINGS

5 hit points / overflow

You mark a willing creature's forehead with your blood, casting the spell *Death Ward*. This ability only lasts for 10 minutes. Requires concentration.

SIGIL OF SANGUINE RADIANCE

3 hit points / overflow

You mark a weapon with your blood. The marked weapon inflicts an additional 1d6 radiant damage on hits for one minute. Requires concentration.

SIGIL OF SANGUINE SANCTUARY

4 hit points / overflow

You mark the ground at your feet with your blood. A number of creatures within 30 feet equal to your Constitution modifier that you can see gain a number of temporary hit points equal to half of your Grim Huntsman level. If granting yourself temp hp, these cannot be used to fuel any of your blood sigils.

BLOODMAGE COVENANT

BLOOD BATH

As your bond to the Long Night strengthens, you have steeped yourself in the blood of your enemies, invoking the latent magics within to empower you. As you cover yourself in scarlet, you pledge yourself to the Stygians by reciting the Bloodmage Covenant:

"Blood of my foes, strengthen me. I feel your latent powers, I see your crimson truth. Not merely mundane, but arcane and bright as the red dawn. Your former masters wasted your scarlet magics, but I will not. More blood will flow, and I will release it."

BLOODMAGE COVENANT

Level	Maximum Spell Level	Spells Known
3rd	1	2
4th	1	2
5th	1	3
6th	1	3
7th	1	4
8th	1	4
9th	2	5
10th	2	5
11th	2	6
12th	2	6
13th	2	7
14th	2	7
15th	3	8
16th	3	8
17th	3	9
18th	3	9
19th	3	10
20th	3	10

HEMOMANCY SPELLCASTING

3rd level Bloodmage Covenant feature

When you choose this covenant at 3rd level, you gain access to hemomancy, the ability to cast spells using your Overflow. Your ability to cast spells requires you to have, and spend a requisite amount of Overflow.

The maximum level of a spell you can cast using this ability is equal to your proficiency bonus, to a maximum of 4th level. You must be holding a weapon in order to cast a spell using this ability.

CANTRIPS

You know two cantrips from the sorcerer spell list.

SPELLS KNOWN

With your hemomancy spellcasting, you learn 2 spells of 1st or 2nd level that are of the Evocation or Necromancy schools of magic from the sorcerer spell list when you gain this feature, and a new spell from that list at every other level, as shown in the Bloodmage table. You may only choose spells equal to, or less than, the maximum spell level you can cast.

SPELLCASTING ABILITY

Constitution is your spellcasting ability for your sorcerer spells, since your magic draws on your blood's magical properties. You use your Constitution whenever a spell refers to your spellcasting ability. Your spell save DC is the same one used for your Blood Sigils.

- **Spell attack modifier** = your proficiency bonus + your Constitution modifier

KNOWLEDGE ARCANE

3rd level Bloodmage Covenant feature

You become proficient with the Arcana skill, if not already. If you were already proficient in this skill, you double your proficiency.

ADVANCED HEMOMANCY

7th level Bloodmage Covenant feature

You learn how to weave blood magic while engaged in melee. Whenever you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

CRIMSON BLADE

11th level Bloodmage Covenant feature

You gain 1 Overflow Point even when you miss on an attack roll. On critical hits, you gain 2 Overflow points.

BLOODSPELL

15th level Bloodmage Covenant feature

You learn one 5th level spell from the warlock spell list. You can cast this spell once per short rest by expending the maximum amount of Overflow.

SUPERIOR HEMOMANCY

17th level Bloodmage Covenant feature

You learn one 6th level spell from the warlock spell list. You can cast this spell once per long rest by expending your maximum amount of Overflow.

DEADSOUL COVENANT

GRAVEBORN

As your bond to the Long Night strengthens, you have tempered your soul by invoking the powers of the dead and laying in a coffin. As you lay within the coffin, you pledge yourself to the Stygians by reciting the Deadsoul Covenant:

"The grave holds no grudges, but will not be denied. All things must come to an end. Undeath cannot stop this. Those that pervert death must be dealt with. As an extension of the grave, I will take back what has been taken. I will not be denied."

DEATH PULSE

3rd level Deadsoul Covenant feature

You learn how to harness and manipulate necrotic energies and undead creatures have difficulty harming you. As a bonus action you can slow your pulse for one minute. During this time, if an undead creature targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell save DC (an undead needn't make the save when it includes you in an area effect, such as the explosion of a fireball).

On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. You cannot use this ability again until after you complete a short or long rest.

DEADSOUL SIGILS

3rd level Deadsoul Covenant feature

Additionally, you gain one blood sigil unique to your covenant. The cost of all your Deadsoul sigils is reduced by 1 hit point whenever you expend hp to use them.

NECROTIC SIPHON

7th level Deadsoul Covenant feature

You draw strength from the undead while using your Death Pulse feature. At the beginning of each turn during the duration of this ability, you regain 1d10 hp whenever you are within 5 feet of an undead creature, and any undead within this range suffers half as much damage, which cannot be reduced.

DEATH'S DOOR

11th level Deadsoul Covenant feature

When you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

NECROTIC AURA

15th level Deadsoul Covenant feature

As an action, you can emit an aura that extends 30 feet out from you. This aura pulses necrotic energy into the veins of nearby foes, causing them to burst and bleed.

For 1 minute, any enemy creature with blood that begins its turn within the aura or enters it for the first time on its turn must make a Constitution saving throw. On a failed save, it immediately suffers 4d4 necrotic damage, and half as much on a successful save. Any enemy creatures within this aura cannot regain hit points.

This ability requires you to maintain concentration on the aura (as if it was a spell). You cannot use this ability again until after you complete a long rest.

DEATH ETERNAL

17th level Deadsoul Covenant feature

Your Death's Door ability can now be activated twice per long rest. Additionally, when this ability is activated, you become resistant to piercing, slashing, and bludgeoning damage for one minute.

COVENANT SIGILS

As a member of the Deadsoul Covenant, you can also select from the following blood sigils.

SIGIL OF SANGUINE DEATH

4 hit points / overflow

You mark the ground at your feet with your blood. All undead creatures within 30 feet that you can see must make a Constitution saving throw. On a failed save, the undead creature takes 2d6 radiant damage. On a successful save the undead creature only suffers half as much damage. At 10th level, any undead creatures of CR 1 or lower that fail this save instantly disintegrate.

SIGIL OF SANGUINE NECROSIS

3 hit points / overflow

You mark a weapon with your blood. The marked weapon inflicts an additional 1d6 necrotic damage on hits for one minute. Requires concentration.

SIGIL OF SANGUINE RITES

5 hit points / overflow

You mark your forehead with your blood. You become ethereal until the start of your next turn.

ELDERWYRM COVENANT

DRAGON'S BLOOD

As your bond to the Long Night strengthens, you have ingested the blood of a willing dragon, drawing in its powers to enhance your own. As you finish this ritual, you pledge yourself to the Stygians by reciting the Elderwyrms Covenant:

"Sharp as razors, my teeth will bite. On leathery wings I take my flight. My scales are armor, dauntless I'll fight. Be my guide, oh dragon's might. Elder wyrms bless this rite. Empower me through the Long Night."

DRACONIC MIGHT

3rd level Elderwyrms Covenant feature

You learn the Draconic language if you do not know it already.

Additionally, you can cast the spell dragon's breath on yourself without expending a spell slot. You must finish a short or long rest before you can cast it this way again.

ELDERWYRM SIGILS

3rd level Elderwyrms Covenant feature

You gain one blood sigil unique to your covenant. The cost of all your Dragonscale sigils is reduced by 1 hit point whenever you expend only hp to use them.

ELDER WYRMS AFFINITY

7th level Elderwyrms Covenant feature

Your bond to the ancient dragons intensifies. As an action, you can extend your consciousness and detect the presence of any dragon within 5 miles. When you do this, you learn the dragon's age and color (if any).

You also have advantage on all Charisma-based skill checks when interacting with a dragon.

ANCIENT RESILIANCES

11th level Elderwyrms Covenant feature

You become empowered with the blood of elder serpents. After finishing a long rest, roll a d6. Your roll determines the damage resistance you gain until the end of your next long rest.

d6	Damage Type
1	acid
2	cold
3	fire
4	lightning
5	poison
6	psychic

SERPENTINE PRECISION

15th level Elderwyrms Covenant feature

Whenever you cast dragon's breath using your Draconic Might feature, you can sculpt the spell's damage to avoid your allies. Creatures of your choice that would receive damage from this spell take no damage on a successful save, and only half on a failure.

You can also now spend 5 hit points to cast this spell again.

DRAGON ASCENDANT

17th level Elderwyrms Covenant feature

Your blood becomes further infused with draconic energies. You can now roll twice for your Ancient Resiliences, and you pick one of your rolls as immunity rather than resistance.

Additionally, this roll table expands to a d10:

d10	Damage Type
1	acid
2	cold
3	fire
4	force
5	lightning
6	necrotic
7	poison
8	psychic
9	radiant
10	thunder

COVENANT SIGILS

As a member of the Elderwyrms Covenant, you can also select from the following blood sigils.

SIGIL OF SANGUINE ARMOR

5 hit points / overflow

You mark the forehead of a willing creature within 5 feet. For the next minute, the creature's AC is increased to 20, regardless of its armor.

SIGIL OF SANGUINE FLIGHT

4 hit points / overflow

You mark your forehead with your blood. You gain a flight speed of 30 feet for the next minute.

SIGIL OF SANGUINE TONGUES

3 hit points / overflow

You mark your forehead with your blood. You have advantage on Charisma (Deception, Persuasion, or Intimidation) checks for the next minute.

FELBLOOD COVENANT

CHALICE OF BLOOD

As your bond to the Long Night strengthens, you have ingested the blood of a fiend, inviting the infernal or abyssal powers to reside within. As you finish your cup, you pledge yourself to the Stygians by reciting the Felblood Covenant:

"Hellfire boils within my body, burning away any weakness, cauterizing any doubt, purifying my being from the slag of inability. I stare defiantly at the abyss, at the void, at the gates of hell. Knowing such power, I confirm myself to stand as a bulwark against the darkness."

FIENDISH HERITAGE

3rd level Felblood Covenant feature

You become proficient with your choice of the Abyssal or Infernal languages, if not already. Additionally, you can cast the spell *Hellish Rebuke* once per long rest.

FELBLOOD SIGILS

3rd level Felblood Covenant feature

Additionally, you gain one blood sigil unique to your covenant. The cost of all your Felblood sigils is reduced by 1 hit point whenever you expend hp to use them.

EMPOWERED HELLION

7th level Felblood Covenant feature

The demonic influence within your body grows stronger. Whenever you cast the spell *Hellish Rebuke* using your Fiendish Heritage feature, you gain 1 Overflow Point. This amount doubles when you reach 12th level in this class.

HELLFORGED

11th level Felblood Covenant feature

Your blood boils within your veins, causing your body to gain resistance to poisons and immune to the Poison condition. Once per long rest you can sense the presence of fiends within 120 feet of you for one minute. You learn their proximity, direction from you, and number, but not their exact identity.

IGNITE BLOOD

15th level Felblood Covenant feature

As an action, you can emit an aura that extends 30 feet out from you that ignites the blood of nearby foes that have already sustained injuries.

For 1 minute, any enemy creature with blood that begins its turn within the aura or enters it for the first time on its turn must make a Constitution saving throw. On a failed save, it immediately suffers 4d4 fire damage, and half as much on a successful save. Any enemy creatures damaged by this aura have their max hit points reduced by the amount of damage they suffer.

This ability requires you to maintain concentration on the aura (as if it was a spell). You cannot use this ability again until after you complete a long rest.

HELL SPAWN

17th level Felblood Covenant feature

You have learned to fully tap into your fiendish nature, enabling you to transform into a hellish version of yourself for ten minutes. When you use this ability, you become fully immune to fire damage and you grow leathery wings that grant you a flight speed equal to your walk speed. This form cannot be used again until you have completed a long rest.

COVENANT SIGILS

As a member of the Felblood Covenant, you can also select from the following blood sigils.

SIGIL OF SANGUINE BANISHMENT

5 hit points / overflow

You mark your forehead with your blood. When you do this you cast an augmented form of the spell *Banishment* on one creature that you can see within range. This does not require concentration, but it only lasts for one round. At the end of its duration, the banished creature reappears in area from where it was banished. At 10th level, you may maintain concentration on this ability for up to one minute.

SIGIL OF SANGUINE FIRE

3 hit points / overflow

You mark a weapon with your blood. The marked weapon inflicts an additional 1d6 fire damage on hits for one minute. Requires concentration.

SIGIL OF SANGUINE HELL

4 hit points / overflow

You mark the ground at your feet with your blood. All fiends within 30 feet that you can see must make a Charisma saving throw. On a failed save, the fiend takes 2d6 radiant damage. On a successful save the fiend only suffers half as much damage. At 10th level, any fiends of CR 1 or lower that fail this save instantly disintegrate.

FROZENTIDE COVENANT

THE DROWNED

As your bond to the Long Night strengthens, you have waded into cold water, exhaling your last breath, fighting the urge to breach the surface. As the icy water fills your lungs, you pledge yourself to the Stygians by reciting the Frozentide Covenant:

"Though water fills my lungs, I will endure. Though terrors of the deep may come, I will prevail. Though the waters may flood and seas may boil, the dead may rise and the oceans give them up— I stand defiant. The drowned will find no solace but the cold. The frigid depths, no comfort but my blade. When krakens call, I will answer."

WATERBORNE

3rd level Frozentide Covenant feature

You gain the ability to breath underwater and a swim speed equal to your base walking speed. You also learn the *Shape Water* cantrip, and can draw your blood sigils underwater.

FROZENTIDE SIGILS

3rd level Frozentide Covenant feature

Additionally, you gain one blood sigil unique to your covenant. The cost of all your Frozentide sigils is reduced by 1 hit point whenever you expend hp to use them.

OCEANIC OVERFLOW

7th level Frozentide Covenant feature

The waters become your ally. While underwater, the maximum amount of Overflow you can have at one time increases by 1 point. If you breach the surface, you lose this additional point.

FRIGID DEPTHS

11th level Frozentide Covenant feature

Ice flows within your veins, and you gain resistance to cold damage and can ignore your first level of exhaustion when exposed to extreme cold. In addition, when you are fully submerged, any creature that is also fully submerged can understand your speech, and you can understand theirs.

ARCTIC AURA

15th level Frozentide Covenant feature

As an action, you can emit a frigid aura that extends 30 feet out from you that slows nearby foes.

For 1 minute, any enemy creature that begins its turn within the aura or enters it for the first time on its turn must make a Constitution saving throw. On a failed save, it immediately suffers 4d4 cold damage, and half as much on a successful save. The area of your aura is also considered difficult terrain, costing an enemy 10 feet of movement for every 5 feet it moves while inside it.

This ability requires you to maintain concentration on the aura (as if it was a spell). You cannot use this ability again until after you complete a long rest.

THE KRAKEN'S CALL

17th level Frozentide Covenant feature

You have learned to fully embrace the leviathan within, enabling you to transform into a barnacled version of yourself for ten minutes. When you use this ability, you become fully immune to cold damage, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage, and your Strength score increases to 22 (with a +6 modifier).

This form cannot be used again until you have completed a long rest.

COVENANT SIGILS

As a member of the Frozentide Covenant, you can also select from the following blood sigils.

SIGIL OF SANGUINE FROSTBITE

3 hit points / overflow

You mark a weapon with your blood. The marked weapon inflicts an additional 1d6 cold damage on hits for one minute. Requires concentration.

SIGIL OF SANGUINE RIME

4 hit points / overflow

You mark your forehead with your blood. When you do this you cast an augmented version of the spell *Armor of Agathys* on yourself, being granted 15 temporary hit points. However, this spell's duration is significantly shortened to 1 minute. These temp hp cannot be used to fuel any of your blood sigils.

SIGIL OF SANGUINE SUFFOCATION

5 hit points / overflow

You mark the ground at your feet with your blood. All creatures within 30 feet that you can see must make a Constitution saving throw. On a failed save, a creature suffers 2d6 cold damage, its lungs begin to fill with water, and is considered suffocating for the next round. While suffocating, a creature has great difficulty speaking and cannot cast spells with verbal components. On a successful save a creature only suffers half as much damage. At 10th level, you may maintain concentration on this ability for up to one minute, forcing suffocating creatures to make saving throws at the end of their turns. Creatures that do not breathe or require air to survive are immune from suffocating in this manner. Requires concentration.

HIVEMIND COVENANT

CHANGED BRAIN CHEMISTRY

As your bond to the Long Night strengthens, you have altered your mind by ingesting an otherworldly concoction that puts you to sleep and changes your brain chemistry. As you awaken, you pledge yourself to the Stygians by reciting the Hivemind Covenant:

"No longer is my consciousness only here. My grasp now expands beyond me. I will find to the evils of the world and bend their thoughts to my own. My mind is a sword that wordlessly cuts away the coils of aberrant evils. My thoughts, silent arrows to pierce the void."

SHARED THOUGHT

3rd level Hivemind Covenant feature

Your altered mind gives you the ability to touch the minds of others. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must have an Intelligence score of 3 or higher in order to comprehend the ideas you send it.

HIVEMIND SIGILS

3rd level Hivemind Covenant feature

Additionally, you gain one blood sigil unique to your covenant. The cost of all your Hivemind sigils is reduced by 1 hit point whenever you expend only hp to use them.

MIND SHIELDING

7th level Hivemind Covenant feature

Your aberrant mind permeates to strengthen the minds of your allies. Whenever a creature within 30 feet of you fails its save to maintain concentration on a spell, you can use a reaction to give it advantage on its concentration check.

MENTAL PROXIMITY

11th level Hivemind Covenant feature

Your mind becomes inured to the constant influx of thoughts, causing you to become resistant to psychic damage.

Additionally, you no longer need to sleep in order to finish a long rest, and creatures with an Intelligence score of 3 or higher can't surprise you while within 30 feet of you while you are not incapacitated.

AURA OF PSYCHOSIS

15th level Hivemind Covenant feature

As an action, you can emit an psychic aura that extends 30 feet out from you that scars the minds of nearby creatures.

For 1 minute, any enemy creature with an Intelligence score of 3 or above that begins its turn within the aura or enters it for the first time on its turn must make an Intelligence saving throw. On a failed save, it immediately suffers 4d4 psychic damage, and half as much on a successful save. Enemy creatures make their saving throws to maintain concentration on spells at disadvantage until they are no longer within the aura.

This ability requires you to maintain concentration on the aura (as if it was a spell). You cannot use this ability again until after you complete a long rest.

EMPOWERED EGO

17th level Hivemind Covenant feature

You have learned to fully tap into full potential of your brain power, enabling you to mentally empower yourself and your allies for ten minutes. When you use this ability, you hover one foot off the ground, and your movement speed becomes triple your Intelligence score, rounded to the nearest 5 feet. Additionally, while empowered this way, an ally within 30 feet of you can add your Intelligence modifier (minimum of 1) to any concentration checks it makes.

This form of empowerment cannot be used again until you have completed a long rest.

COVENANT SIGILS

As a member of the Hivemind Covenant, you can also select from the following blood sigils.

SIGIL OF SANGUINE INTELLECT

5 hit points / overflow

You mark a willing creature's forehead with your blood, casting the spell *Intellect Fortress*. This ability only lasts for one minute. Requires concentration.

SIGIL OF SANGUINE PSYCHOMETRY

3 hit points / overflow

You mark a weapon with your blood. The marked weapon inflicts an additional 1d6 psychic damage on hits for one minute. Requires concentration.

SIGIL OF SANGUINE NEUROSES

4 hit points / overflow

You mark the ground at your feet with your blood. Choose a creature within 30 feet that you can see to make a Wisdom saving throw. A creature that fails this save has any resistance to the charm or frightened condition removed for the next minute. If they had immunity to these conditions, they now have resistance instead.

WILDHEART COVENANT

FERAL FEAST

As your bond to the Long Night strengthens, you have devoured the heart of a carnivorous animal, embracing its feral nature and the primal power of the wild. As you finish the final bite of the creature's heart, you pledge yourself to to the Stygians by reciting the Wildheart Covenant:

"The night beckons me. Not for sleep. I hunger, and the hunger drives me. My fangs sharp. My claws jagged. My skin dauntless. They will see. I will rip and tear, and become a monster. They will flee from my visage. The animal within. I will hunt. And evil shall be my prey."

LYCAN TRANSFORMATION

3rd level Wildheart Covenant feature

You take on a lycanthropic-like curse that lives in your blood. As a bonus action, you can transform into a hybrid animal form for up to 10 minutes. You can speak, use equipment, and wear armor in this form. You can revert to your normal form earlier as a bonus action. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die. Once you use this feature, you must finish a short or long rest before you can use it again.

While you are transformed, you gain the following features:

- **Resilient Hide.** You have resistance to bludgeoning, piercing, and slashing damage from non-magical attacks not made with silver weapons.
- **Predatory Strikes.** You can use Strength for the attack and damage rolls of your unarmed strikes. When you use the Attack action with an unarmed strike, you can make one unarmed strike as a bonus action. Your unarmed strikes deal 1d6 slashing damage. The damage increases to 1d8 at 10th level and your attacks are considered magical.

WILDHEART SIGILS

3rd level Wildheart Covenant feature

Additionally, you gain one blood sigil unique to your covenant. The cost of all your Wildheart sigils is reduced by 1 hit point whenever you expend hp to use them.

WILD REACTION

7th level Wildheart Covenant feature

You learn how to attack with intense ferocity whenever an enemy leaves itself exposed to an attack. Whenever you make an attack of opportunity against a creature while in lycan form, you can make two attacks with your claws.

HOWLING HUNTER

11th level Wildheart Covenant feature

While in your hybrid form, you can choose one creature that you can see within 60 feet. Your attacks have advantage against this creature for one minute. You cannot use this ability again until you complete a short or long rest.

LYCAN REGENERATION

15th level Wildheart Covenant feature

While you are in your hybrid form and you take damage during a round of combat, you regain a number of hit points equal to half your Constitution modifier (rounded down) at the beginning of your next turn.

Neither your Blood Sigil abilities, nor attacks from friendly creatures, trigger this ability.

ALPHA PREDATOR

17th level Wildheart Covenant feature

You have wrestled your inner predator and mastered it. You can use your Lycan Transformation feature twice per short rest, and your hybrid form lasts up to an hour.

COVENANT SIGILS

As a member of the Wildheart Covenant, you can also select from the following blood sigils.

SIGIL OF SANGUINE CLAWS

3 hit points / overflow

You mark your forehead with your blood. Your unarmed strikes inflict 1d6 additional weapon damage for one minute. Requires concentration.

SIGIL OF SANGUINE FEROCITY

5 hit points / overflow

You mark your forehead with your blood. You are under the effects of the *Haste* spell for three rounds. Unlike the *Haste* spell, your AC does not increase and you do not suffer the negative effects at the end of this sigil's duration.

SIGIL OF SANGUINE HUNTING

4 hit points / overflow

You mark your forehead with your blood while in hybrid form. You gain advantage on Dexterity (Stealth) checks, your speed increases by 10 feet, and you gain a +1 to hit with your unarmed strikes for ten minutes. Requires concentration.

WITCHLIGHT COVENANT

TEARS OF A HAG

As your bond to the Long Night strengthens, you have ingested the tears of a hag, a rare and revolting liquid that plunges you into a deep sleep of frightening hallucinations. As you resist the witch's power over your mind, you pledge yourself to the Stygians by reciting the Witchlight Covenant:

"I am bonded to the night through the tears of the foul fey. Though fears may come and horrors may be unleashed, the witchlight now burns within me. The magics of the dark fey will be my ally. And the witchlight will rend my foes."

BEWILDERING

3rd level Witchlight Covenant feature

You learn how to communicate simple ideas with Small or smaller beasts and plants through sound and gestures. You also learn the spell *Cause Fear*, which you can cast without verbal components as a 1st level spell once per long rest.

WITCHLIGHT SIGILS

3rd level Witchlight Covenant feature

Additionally, you gain one blood sigil unique to your covenant. The cost of all your Witchlight sigils is reduced by 1 hit point whenever you expend hp to use them.

LINGERING FEARS

7th level Witchlight Covenant feature

Your bond to the feywild intensifies. A creature effected by the *Cause Fear* spell, using your Bewildering feature, makes all attacks against you with disadvantage for the next minute. This effect persists even after it makes its save to remove the frightened condition.

NATURE'S EMBRACE

11th level Witchlight Covenant feature

The natural world rejuvenates you. You gain resistance to acid damage and you lose a level of exhaustion whenever you take a short rest while outdoors or in a natural cavern; however, you must finish a long rest before you can benefit from this feature again.

UNSEELIE AURA

15th level Witchlight Covenant feature

As an action, you can emit a frightening aura that extends 30 feet out from you that effects nearby foes.

For 1 minute, any enemy creature that begins its turn within the aura or enters it for the first time on its turn must make a Wisdom saving throw. On a failed save, it immediately suffers 4d4 psychic damage and is frightened, or suffers only half as much on a successful save. For every 5 feet of movement a creature takes within your aura, it suffers 1d4 psychic damage and can attempt their Wisdom saving throw to not be frightened.

This ability requires you to maintain concentration on the aura (as if it was a spell). You cannot use this ability again until after you complete a long rest.

COVENBIND

17th level Witchlight Covenant feature

Your connection to the fey within becomes its strongest, enabling you to conjure forth 2 green hags and bind them to you for one minute. The hags share the same initiative count as you, but take their turns immediately after you. Additionally, you must use your reaction to have one of these hags use its reaction. They are friendly to you and your allies during the duration.

When you use this ability, you count as the third member of their coven, allowing for shared spellcasting. You must concentrate (as if on a spell) in order to benefit from this shared spellcasting. Each hag persists during the duration, or until it falls to 0 hp, at which point it vanishes. If you fall unconscious or die, both hags vanish. Both hags must be alive in order to benefit from shared spellcasting.

This form cannot be used again until you have completed a long rest.

COVENANT SIGILS

As a member of the Witchlight Covenant, you can also select from the following blood sigils.

SIGIL OF SANGUINE ACIDITY

3 hit points / overflow

You mark a weapon with your blood. The marked weapon inflicts an additional 1d6 acid damage on hits for one minute. Requires concentration.

SIGIL OF SANGUINE RESOLVE

4 hit points / overflow

You mark the forehead of a willing creature with your blood. For the next minute, this creature has advantage on saving throws against being frightened. Requires concentration.

SIGIL OF SANGUINE NIGHTMARES

5 hit points / overflow

You mark the ground at your feet with your blood. All creatures within 30 feet that you can see must make a Wisdom saving throw. On a failed save, a creature suffers 2d6 psychic damage and is considered frightened of you or another creature you designate within 30 feet. On a successful save a creature only suffers half as much damage. At 10th level, you may maintain concentration on this ability for up to one minute, forcing frightened creatures to make saving throws at the end of their turns. Creatures immune to the frightened condition automatically succeed on these saves.

LIST OF BLOOD SIGILS

SIGIL OF SANGUINE ALERTNESS

3 hit points / overflow

You mark a surface with your blood before you take a long rest. The surface becomes under the effect of the *Alarm* spell. Does not require concentration.

SIGIL OF SANGUINE COMPULSION

5 hit points / overflow

You mark a creature within 5 feet of you with your blood. The marked creature must succeed on a Charisma saving throw or be Charmed for one minute. The creature can attempt to make this save at the end of each of its turns. Requires concentration.

SIGIL OF SANGUINE DELIVERANCE

5 hit points / overflow

You mark an enemy creature within 5 feet of you with your blood after you make an attack against it. The sigil projects a phantasmal image of a creature's worst fears into its mind. The creature must make a Wisdom saving throw; on a failed save it becomes frightened of you until the end of its next turn.

SIGIL OF SANGUINE EMBRACE

8 hit points / overflow

You mark the forehead of a willing creature within 5 feet of you with your blood and declare a creature type from the following: feind, fey, or undead. Creatures of those types have disadvantage on attack rolls against the marked creature for a number of rounds equal to your Constitution modifier (minimum of one). Requires concentration.

SIGIL OF SANGUINE ENHANCEMENT

4 hit points / overflow

You mark the forehead of a willing creature with your blood and choose one ability score. The marked creature has advantage that ability's saving throw for a number of rounds equal to your Constitution modifier (minimum of one). Requires concentration.

SIGIL OF SANGUINE FOCUS

2 hit points / overflow

You mark the forehead of a willing creature within 5 feet of you with your blood and their combat focus is enhanced. The next attack it makes is with advantage.

SIGIL OF SANGUINE GRASPS

3 hit points / overflow

You mark the ground at your feet with your blood and choose one creature within 30 feet. Shadowy tendrils erupt from the ground at this creature's feet. This creature must succeed on a Dexterity saving throw or be restrained until the end of their next turn.

SIGIL OF SANGUINE PSYCHOSIS

3 hit points / overflow

You mark a creature within 5 feet of you with your blood. This creature must succeed on a Wisdom saving throw or take 2d4 psychic damage. On a successful save, the creature only suffers half as much damage. At 10th level, this increases to 2d6.

SIGIL OF SANGUINE SILVER

2 hit point / overflow

You mark a weapon with your blood. The marked weapon is considered silvered and does 1d4 additional weapon damage for one minute. Requires concentration.

SIGIL OF SANGUINE SIGHT

5 hit points / overflow

You mark a willing creature within 5 feet of you with your blood. The marked creature has darkvision with a range of 60 feet; it can see in dim light as if it were bright light and in darkness as if it were dim light. Additionally, this sigil allows the creature to see through magical darkness. This sigil lasts for one hour and does not require concentration.

SIGIL OF SANGUINE THOUGHT

3 hit points / overflow

You mark a willing creature within 5 feet of you with your blood. You and the marked creature can communicate telepathically for one hour. Does not require concentration.

SIGIL OF SANGUINE TRANSFERENCE

10 hit points / overflow

You mark your forehead with your blood and use your bonus action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. If the creature is not willing it must make a Constitution saving throw. On a failed save, the teleport succeeds. On a successful save, nothing happens and the hit points are expended.

SIGIL OF SANGUINE VEILS

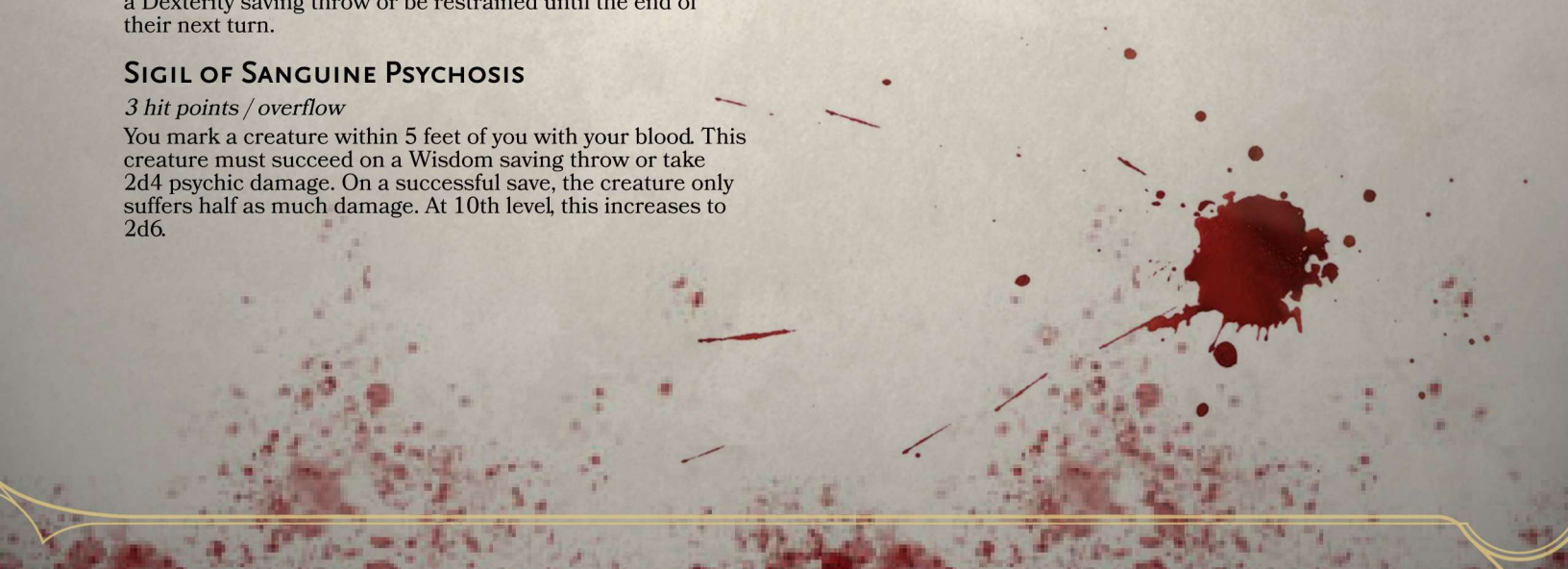
5 hit points / overflow

You mark a willing creature within 5 feet of you with your blood and choose another creature that you can see within 60 feet. The marked creature becomes invisible to the other creature's senses until the end of the other creature's next turn. A creature that has Truesight or is immune from being charmed cannot be effected in this way.

SIGIL OF SANGUINE WARDING

10 hit points / overflow

Choose a creature type, from the following: aberration, celestial, fiend, fey, or undead. You mark a surface with your blood and create a ward that has a 20 foot radius and lasts for 8 hours. During this time, creatures of the type you chose cannot scry or teleport into the warded area. Does not require concentration.



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